

GATAVIA III: CAMPAIGN FOR ACKS

BOOK OF MAGIC AND MONSTERS

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CHAPTER ONE: MAGICAL ORDERS

1—Disciples of Invincible Dengwur

History: This order was founded by the sorcerer Dengwur when he established his kingdom after the fall of the Ardean Empire. The goal of the order is to discover the fate and location of Dengwur and restore him to his throne, then to clear away the hated Nasenna.

Requirements: Members are either Mages, Warlocks or Witches of Chaotic alignment. Members must take the Collegiate Wizardry Proficiency (Dengwur)

Benefits: Members have access to the library and workshop at Dengwur's tower, are treated as nobility in the realm of Dengwur, and have access to certain secret magics.

Rules: Any member of the Disciples is obliged to obey the order of a higher level member, or be willing to fight to the death about it. He also must make a human sacrifice at the Tower of Dengwur (or another approved location) once each year. Also, he must never show mercy to a Lawful creature (especially Clerics, Blade-dancers, Mystics and Paladins), nor to any Nasenna or Orc.

Garb: If he is wearing the Blood Red Robe of the Order, a member gains +2 on reaction rolls from goblins, hobgoblins and bugbears, but -2 on reactions from orcs and Nasenna.

2—The Order of Shadow

History: this is a world-wide body of mages who have an abiding interest in illusion. Most illusion magic has entered the arcane world through their efforts. It is unknown how long the group has existed or if they have some secret agenda. The current local head of the order is Nigel Mysterio of Portchester.

Requirements: to join, a mage must either have the Collegiate Wizardry (Shadow) proficiency or must have the Illusion Resistance Proficiency. Once in the order, he is expected to pay 5% of his income yearly to the order as dues. He also may be required once a year to do some favor for the order.

Benefits: members have access to the secret libraries of the Order, one of which is in Portchester. Also, once per year any member may call on the Order to do him a favor. At third level, the order will teach any member the Phantasmal Force spell, and expect him to make that the first in his 2nd level repertoire. If a member loses his spell book for some reason, the order will provide him, for free, any first, second and/or third level illusion spells he desires.

Garb: At formal meetings, each member is expected to wear a multi-colored robe (at least one color per experience level) with a black hooded cloak over-top.

3—The Order of Silver Stars

History: This order was founded at the fall of the Ardean Empire as an attempt to preserve the magical knowledge of the Empire and to use it to support the cause of Law. There is a lodge of the order near to every major cathedral in the North and West.

Requirements: a mage must be Lawful in alignment, take the Collegiate Wizardry (Silver Stars) Proficiency and pay 10% of his yearly income to the order in dues. He must always help a fellow member or lawful clergy in trouble, or face expulsion. He may never teach magical knowledge to a neutral or chaotic magician or face severe punishment.

Benefits: All members have access to free lodging and the use of Order Libraries at all the lodges of the order. They also receive a 10% discount to magical supplies and apparatus (as deemed fit by the judge). They also have an excellent relationship with the lawful church, and can expect discounts there on occasion.

Garb: Unless on a stealthy mission, all members are expected to wear a blue robe with at least one silver star embroidered on it.

4—The School of Mulfando

History: This order was founded 110 years ago in Orchester as a for-profit school of wizardry by the mage Mulfando. It has operated successfully ever since.

Requirements: to join, a mage must have the Collegiate Wizardry (Mulfando) proficiency and is assumed to have learned his craft at the school. He begins play with 1000gp in student loan debt (10% interest, compounded yearly). Students all take an oath to spare the life of any fellow graduate who asks for mercy.

Benefits: members have access to the libraries of the school, which is located in the city of Orchester. Once per year, he can ask the faculty a question (as sage advice) without charge.

Garb: The student robe is gray with a black lightning bolt, and sometimes graduates continue to wear the same robe.

5—The Order of the Violet Lotus

History: the Order of the Violet Lotus was founded in the distant past in one of the ancient Easterling Kingdoms. It has been around for so long that members now can be found anywhere in the civilized world. The order is dedicated to gathering magical knowledge for its own sake.

Requirements: a character must take the proficiency “Collegiate Wizardry: Violet Lotus” in order to be a member. Members must be neutral in alignment and remain so. No member may undertake a quest or obey a command from a Cleric, Druid, Warlock or any other user of Divine Magic. A member must not harm fellow members, and must render them assistance as far as practical. A member must always obey the orders and requests of the master that trained him, and must avenge that master's death if he is violently slain.

Benefits: the bond between Lotus masters and students is strong, and if a master has a library or laboratory the student can expect to make use of it. Also, a master is very likely to help a student replace a lost spell book.

Garb: Members of the Lotus wear a violet robe on all formal occasions. Some members will wear it at all times, others only on occasion.

CHAPTER TWO: NEW SPELLS

Call Chaos Monkeys

Arcane 1 Range: 120' Duration: 1 turn per level

This spell allows the caster to summon forth 2 Chaos Monkeys for each level of experience he possesses. The monkeys will instantly appear within 120 feet of the caster and will zealously serve him for 1 turn per level of the caster, or until killed or dispelled. The monkeys have no language, but will understand the following command words: kill, stay, follow, open, carry, and quiet. They will also understand pointing by their master. So, he can point to a foe and say "kill" and the monkey will attack the foe pointed toward. If summoned near the caster's enemies, the monkeys will automatically attack without need for further command.

Conjure Monkey Minions

Arcane 2 Range: 10' Duration: Permanent

This spell allows the caster to summon forth 2 Chaos Monkeys for each level of experience he possesses. The monkeys will instantly appear within 10 feet of the caster and will zealously serve him permanently, until killed or dispelled. The monkeys have no language, but will understand the following command words: kill, stay, follow, open, carry, and quiet. They will also understand pointing by their master. So, he can point to a foe and say "kill" and the monkey will attack the foe pointed toward.

Create Goblins

Arcane 2 Range: 10' Duration: Permanent

By use of the spell a caster transforms the blood of a sacrificed black-wooled sheep or goat into a vessel which is inhabited by a minor demonic spirit and converts it into the form of a small humanoid creature known as a goblin (see Monsters for stats). The spell creates 1 goblin per level of the caster (but one sacrifice is needed per goblin). The goblins are mortal creatures and live until killed or until dispelled by dispel magic. They are free-willed, but will have a strong loyalty and allegiance to their creator. The goblins will speak, at a basic level, the language of their creator. If killed, the goblin will dissolve into a puddle of blood. The creator must provide armor, weapons, food and other equipment to the goblins. The goblins are hermaphrodites and can reproduce further generations of their kind, 6 months until birth, 1 year from birth to maturity.

Create Orcs

Arcane 2 Range: 10' Duration: Permanent

By use of the spell a caster transforms the blood of a sacrificed haired pig into a vessel which is inhabited by a minor demonic spirit and converts it into the form of a more robust humanoid creature known as an orc (see Monsters for stats). The spell creates 1 orc per level of the caster (but one sacrifice is needed per orc). The orcs are mortal creatures and live until killed or until dispelled by dispel magic. They are free-willed, but will have a strong loyalty and allegiance to their creator. The orcs will speak, at a basic level, the language of their creator. If killed, the orc will dissolve into a puddle of blood. The creator must provide armor, weapons, food and other equipment to the creatures. The orcs can reproduce further generations of their kind, 6 months until birth, 1 year from birth to maturity. This spell is the jealously guarded secret of the Old Ones and their Orkin Hexmaster allies.

Summon Demonic Warriors I

Arcane 3 Range: 30' Duration: 3 turns

By use of the spell a caster summons 1d4 Demonic Warriors I from the Abyss to do his bidding. The caster may order them to perform any task within their power during the duration, but they are resentful of the summons and will attempt to twist and pervert the nature of the commands, with the exception of commands to kill the caster's enemies (especially Lawful ones).

Summon Demonic Warriors II

Arcane 4 Range: 30' Duration: 3 turns

By use of the spell a caster summons 1d4 Demonic Warriors II from the Abyss to do his bidding. The caster may order them to perform any task within their power during the duration, but they are resentful of the summons and will attempt to twist and pervert the nature of the commands, with the exception of commands to kill the caster's enemies (especially Lawful ones).

Summon Demonic Warriors III

Arcane 5 Range: 30' Duration: 3 turns

By use of the spell a caster summons 1d4 Demonic Warriors III from the Abyss to do his bidding. The caster may order them to perform any task within their power during the duration, but they are resentful of the summons and will attempt to twist and pervert the nature of the commands, with the exception of commands to kill the caster's enemies (especially Lawful ones). This spell is so taxing that it can be cast only once per week.

Summon Demonic Warriors IV

Arcane 6 Range: 30' Duration: 3 turns

By use of the spell a caster summons 1d4 Demonic Warriors IV from the Abyss to do his bidding. The caster may order them to perform any task within their power during the duration, but they are resentful of the summons and will attempt to twist and pervert the nature of the commands, with the exception of commands to kill the caster's enemies (especially Lawful ones). This spell is so taxing that it can be cast only once per week.

Summon Lesser Demon

Arcane 3 Range: 10' Duration: 1 turn per level

By use of the spell a caster summons a single demon, the type of his choice, as long as that demon has 6HD or less, and at most 2 special abilities (for example, Demonic Warrior 1, Demonic Warrior II, Winged Demon 1, Deceiver Demon I, Deceiver Demon II). The demon is forced to obey any command given by the summoner, but is resentful of the summons and will attempt to twist or pervert the instructions. The spell is so taxing that it can be cast only once per week.

Summon Mighty Demon

Arcane 5 Range 10' Duration: 6 turns

By use of the spell a caster summons a single demon, the type of his choice, as long as that demon has 10 HD or less, and at most 3 special abilities (for example, Demonic Warriors level 1 through IV, Winged Demons levels I through III, Arcane Demons levels 1 through III, Deceiver Demons I-1V). The demon is forced to obey any command given by the summoner, but is resentful of the summons and will attempt to twist or pervert the instructions. The spell is so taxing that it can be cast only once per week and so complicated that it takes a full turn to cast.

Terrible Binding of Demons

Arcane 4 Range: 60' Duration: Until Save Succeeds

This spell is used to bind and control a demon to longer service. When a summoned demon is present, the caster throws this spell, and the demon gets his regular magic resistance and saving throw against it, but if those throws fail the demon is bound to some item of iron that the caster designates. If the demon resists a binding or saves it will be free of the summoner's command and will attack him and his friends as long as the summoning duration continues. The summoned demon will not return to the Abyss until he is free of the binding, regardless of whether the initial summoning duration has expired. Every 30 days (minus 1 day per HD of the demon) the demon gets another saving throw (but not magic resistance roll) to break free from the binding. If it does so, it immediately returns to the Abyss. A bound demon may never stray more than 100 feet from the iron object he is bound to. If someone breaks the binding object in some way, this will immediately break the binding. As long as the binder holds or otherwise touches the iron object he can command the demon and the demon is compelled to obey and to refrain from harming him. If another arcane caster gets hold of the binding object, he gains control of the demon. If the binder puts down or looses the binding object, the demon will attempt to destroy him as soon as possible (but still must stay within 100' of the binding object). A permanency ritual will deny the demon his monthly saving throws.

CHAPTER THREE: DEMONS

Demons are the terrible, destructive creatures that populate the infinite planes of the Abyss. They are driven by a terrible appetite to destroy and devour. Those demons who know about our world, the Physical World are haunted, angered and enraged by its very existence and wish to inflict pain, ruin and destruction upon its inhabitants. Demons cannot exist naturally in the Physical World or even in the Spirit World, and can only be brought there by sorcery of some sort.

As Summoned Creatures, all demons can be held at bay by a Protection from Evil Spell, and can be banished by a Dispel Evil spell. Also, as creatures of Pure Chaos, they are vulnerable to attacks by Unholy Water, and can be turned by a Divine Caster with turning ability (use the Infernal line on the table). They also count as Evil for the purposes of Detect Evil and Protection from Evil.

Most demons have some level of magic resistance (see individual descriptions) and most demons are invulnerable to normal weapons (see individual descriptions). Demons do not count as "Persons" for the sake of spells like Charm or Hold Person, but do count as "monsters" for spells like Charm or Hold Monster.

ARCANE DEMONS

	Arcane I	Arcane II	Arcane III	Arcane IV
% In Lair	0%	0%	0%	0%
Dungeon Enc.	Special	Special	Special	Special
Wilderness Enc.	Special	Special	Special	Special
Alignment	Chaotic	Chaotic	Chaotic	Chaotic
Movement	120'(40')	120'(40')	120' (40')	120'(40')
Fly	180'(60')	180'(60')	180'(60')	180'(60')
Armor Class	5	6	7	8
Hit Dice	6***	8***	10***	12***
Attacks	1	1	1	1
Damage	1d4	1d6	1d8	1d10
Save	M12	M14	M14	M14
Morale	+4	+4	+4	+4
Treasure Type	None	None	None	None
XP	1070	2100	2950	3900
Magic Resist	12+	10+	8+	6+

Arcane Demons are evil spirits from the Abyss who are knowledgeable about the secrets of magic and hidden lore. They are called not to inflict physical harm and mayhem, but rather to teach spells and reveal secrets. They never naturally appear on Earth, and must be summoned by some spell, ritual, magic item or artifact. Their appearance varies widely from summoning to summoning, sometimes they might be small winged humanoids, other times black cats with fiery eyes, and still other times they might appear as cloaked figures surrounded by black smoke. Arcane Demons will only attack by physical attacks in extreme need, preferring magic at all times.

Arcane Demons have inherent Magic Resistance, at levels listed above. They also have infravision to 120', can detect invisibility and detect good at will. They are also invulnerable to normal weapons, requiring magic weapons to hit them.

The creatures have +4 morale, since they know if they are "slain" they are merely banished whence they came. When they are slain, or the spell expires, they disappear in a burst of flame, and all their weapons and equipment vanish with them.

Arcane demons know large numbers of spells and can cast any that they know at will. Arcane I know all level 1-3 arcane spells, Arcane II know levels 1-4, Arcane III know levels 1-5, and Arcane IV know levels 1-6.

Summoning and Binding an Arcane Demon is a common short-cut for completing spell research by Chaotic (and some daring Neutral) spell casters. A bound arcane demon can teach a magician a spell he knows in one quarter the time and cost that it would have taken to do the research. They can also reduce research time for potion recipes and magic item formulae the same amount, if the Judge considers the knowledge appropriate to a demon of said power. Arcane Demons also might know certain secrets, like treasure locations, command words etc. Their chance to know such a thing is equal to their Magic Resistance chance.

DECEIVER DEMONS

	Deceiver I	Deceiver II	Deceiver III	Deceiver IV
% In Lair	0%	0%	0%	0%
Dungeon Enc.	Special	Special	Special	Special
Wilderness Enc.	Special	Special	Special	Special
Alignment	Chaotic	Chaotic	Chaotic	Chaotic
Movement	120'(40')	120'(40')	120' (40')	120'(40')
Armor Class	5	6	7	8
Hit Dice	4**	6**	8**	10**
Attacks	1	1	1	1
Damage	1d6	1d8	1d10	1d12
Save	F12	F13	F13	F13
Morale	+4	+4	+4	+4
Treasure Type	None	None	None	None
XP	190	820	1600	2250
Magic Resist	16+	14+	12+	10+

Deceiver Demons are evil spirits from the Abyss who live and breath treachery and lies. They are called not to inflict physical harm and mayhem, but to mislead, fool and posses their enemy. They never naturally appear on Earth, and must be summoned by some spell, ritual, magic item or artifact. Their appearance varies widely from summoning to summoning, sometimes they might be a good-looking and charming young human being, other times a shining elf with angelic wings, and still other times they might appear like a kindly hermit or wizard. Deceiver Demons prefer not to get into extended physical battles, preferring back-stabbing and magic use to a brawl. Regardless of the damage of the demon's weapon, it always looks like a jagged black knife.

Deceiver Demons have inherent Magic Resistance, at levels listed above. They also have infravision to 120', can detect invisibility and detect good at will. They are also invulnerable to normal

weapons, requiring magic weapons to hit them. All enemies suffer a -1 on their surprise rolls when encountering a deceiver.

The creatures have +4 morale, since they know if they are “slain” they are merely banished whence they came. When they are slain, or the spell expires, they disappear in a puff of smoke, and all their weapons and equipment vanish with them.

All deceiver demons have the ability to strike a Back-Stab, with +4 to hit and triple rolled damage. They can cast the spells Charm Person, Alter Self, Invisibility, Inaudibility, and Phantasmal Force all at will. A level II or higher deceiver can also cast Chimerical Force and Telepathy at will. A level III or higher deceiver can also cast Charm Monster and Hallucinatory Terrain at will. A level IV deceiver can also cast Magic Jar and Panic spells at will.

DEMONIC WARRIORS

	Warrior I	Warrior II	Warrior III	Warrior IV
% In Lair	0%	0%	0%	0%
Dungeon Enc.	Special	Special	Special	Special
Wilderness Enc.	Special	Special	Special	Special
Alignment	Chaotic	Chaotic	Chaotic	Chaotic
Movement	120'(40')	120'(40')	120' (40')	120'(40')
Armor Class	6	7	8	9
Hit Dice	3**	5**	7**	9**
Attacks	1 (weapon)	1 (weapon)	1 (weapon)	1 (weapon)
Damage	weapon+3	weapon+3	weapon+4	weapon+5
Save	F6	F10	F14	F14
Morale	+4	+4	+4	+4
Treasure Type	None	None	None	None
XP	80	500	1140	1900
Magic Resistance	17+	15+	13+	11+

Demonic Warriors are violent evil spirits from the Abyss that are called into the world by sorcery to do battle for Chaos. They never naturally appear on Earth, and must be summoned by some spell, ritual, magic item or artifact. Their appearance varies widely from summoning to summoning, sometimes they might be goat-like beast-men, other times suits of armor filled with fire, and still other times they might appear similar to spectral, mummy-like or skeletal undead. In any case, they will always be armed with a +1 weapon of some sort (usually a sword, axe, or pole-arm), and fight with the damage bonus of the fighter of it's HD in level (damage from level and magic weapon included above). If disarmed, their fists do 1d4 lethal damage, adding their level damage bonus. They are skilled and treacherous warriors, and so consider them to have all the Combat Trickery proficiencies.

Demonic Warriors have inherent Magic Resistance, at levels listed above. They also have infravision to 120', can detect invisibility and detect good at will. They are also invulnerable to normal weapons, requiring magic or silver weapons to hit them.

The creatures have +4 morale, since they know if they are “slain” they are merely banished whence they came. When they are slain, or the spell expires, they disappear in a burst of flame, and all their weapons and equipment vanish with them.

WINGED DEMONS

	Winged 1	Winged II	Winged III	Winged IV
% In Lair	0%	0%	0%	0%
Dungeon Enc.	Special	Special	Special	Special
Wilderness Enc.	Special	Special	Special	Special
Alignment	Chaotic	Chaotic	Chaotic	Chaotic
Movement	120'(40')	120'(40')	120' (40')	120'(40')
Fly	180'(60')	180'(60')	180'(60')	180'(60')
Armor Class	7	8	9	10
Hit Dice	6**	8**	10**	12**
Attacks	3 (claw/claw/bite)	3	3	3
Damage	1d6/1d6/1d8	1d8/1d8/1d10	1d10/1d10/1d12	1d12/1d12/2d8
Save	F12	F14	F14	F14
Morale	+4	+4	+4	+4
Treasure Type	None	None	None	None
XP	820	1600	2250	3000
Magic Resist	14+	12+	10+	8+

Winged Demons are powerful evil spirits from the Abyss that are called into the world by sorcery to perform tasks and spread misery and destruction. They never naturally appear on Earth, and must be summoned by some spell, ritual, magic item or artifact. Their appearance varies widely from summoning to summoning, sometimes they might be vaguely humanoid gigantic bats, other times armored warriors with immense wings, and still other times they might appear as flaming giants with huge black wings. While most winged demons attack with the claw-claw-bite sequence, there are some who use weapons instead, usually making 2 attacks, one with a great flaming sword (+3 to hit, 1d12+3 damage) and a second with a fiery whip (+3 to hit, 1d6+3 damage, save vs. paralysis or be disarmed or knocked down).

Winged Demons have inherent Magic Resistance, at levels listed above. They also have infravision to 120', can detect invisibility and detect good at will. They are also invulnerable to normal weapons, requiring magic or silver weapons to hit them.

The creatures have +4 morale, since they know if they are "slain" they are merely banished whence they came. When they are slain, or the spell expires, they disappear in a burst of flame, and all their weapons and equipment vanish with them.

CHAPTER FOUR: DIVINE MESSENGERS

These are beings sent either by the Neutral Pagan gods, or by the Lawful God Bor to deliver messages, protect the righteous or punish the wicked. All of them have some features in common: they are all immune to Poison, Disease, Level-Drain and Petrification attacks. Unlike demons, they cannot be summoned by sorcery, but are sent at the will of their various gods, and they cannot be Turned in any fashion by clerical power.

The divine messengers given here are all middle-to-high powered beings, sent for important reasons. The neutral gods will use Light Elves for lesser tasks, or send dreams or visions to mortals. Likewise, Bor will let his will be known to the Church in some fashion for most tasks of lesser importance.

1—ANGEL

	Angel	Archangel
% In Lair	0%	0%
Dungeon Enc.	Special	Special
Wilderness Enc.	Special	Special
Alignment	Lawful	Lawful
Movement	120' (40')	120' (40')
Fly	360' (120')	360' (120')
Armor Class	10	12
Hit Dice	10**	15**
Attacks	1	1
Damage	2d8 (flaming sword)	2d12 (flaming sword)
Save	C14	C14
Morale	+4	+4
Treasure Type	None	None
XP	2250	4200
Magic Resist	10+	5+

The angels and archangels are the messengers and servants of the transcendent god Bor. They can travel faster than the speed of thought from the Plane of Mind to the Physical World and instantly take on physical form. They can strike with a flaming sword for powerful damage. They are immune to normal weapons, requiring magic weapons or spells to affect them. Angels turn undead as 10th level clerics and can cast any cleric spell up to 4th level. Archangels turn undead as 14th level clerics and can cast any clerical spell or ritual at will. Angels and Archangels have a permanent protection from evil aura, are immune to normal weapons, needing magic weapons to be hit, and can pass through walls or doors as if thin air.

2—BLESSED MANIFESTATION

	Beatus	Saint
% In Lair	0%	0%
Dungeon Enc.	Special	Special
Wilderness Enc.	Special	Special
Alignment	Lawful	Lawful
Movement	120' (40')	120' (40')
Fly	240' (80')	240' (80')
Armor Class	8	10
Hit Dice	6**	8**
Attacks	1	1
Damage	1d8 (staff)	1d12 (staff)
Save	C14	C14
Morale	+4	+4
Treasure Type	None	None
XP	820	1600
Magic Resist	14+	12+

Sometimes the soul of a Blessed Holy Man (Beatus) or full-fledge Saint will make a Physical Manifestation at the will of Bor to warn, protect or reprimand mortals. They appear as translucent and shining images of what the saint or blessed person looked like in life. A beatus can turn undead as a 6ht level cleric and cast cleric spells of levels 1-3 at will. A Saint can turn undead as a cleric of level 9 and can cast cleric spells of levels 1-5 at will. Saints and Beati have a permanent protection from evil aura, are immune to normal weapons, needing magic weapons to be hit, and can pass through walls or doors as if thin air.

3—DIVINE SENDINGS

	BIRD OF THE GODS	GHOSTLY HOUNDS	WHITE STAG
% In Lair	0%	0%	0%
Wilderness Enc.	Special	4d6 Pack	1
Alignment	Neutral	Neutral	Neutral
Movement	60' (20')	120' (40')	360'(120')
Fly	480' (160')	—	--
Armor Class	8	6	8
Hit Dice	8*	7*	9*
Attacks	1	1	1
Damage	2d6	1d8	2d8
Save	E14	E14	E14
Morale	+4	+4	+4
Treasure Type	None	None	None
XP	1100	790	1300
Magic Resist	12+	13+	11+

Woden has his ravens, Jupiter has his eagle, Minerva her owl, and Apollo his crows. Each of the High Neutral gods is accustomed to send spiritual messengers in bird form across the world. These creatures usually travel visibly in the Physical World, but are equally able to enter the Spirit Realm and travel invisibly and ethereally. They sometimes will attack a person marked by their god, but more often they deliver signs, portents or cryptic messages. If seriously threatened, the Birds of the Gods typically disappear into the Spirit World.

When someone has sinned mightily against the Neutral gods, they will sometimes send a pack of Ghostly Hounds to harry and torment them. These hounds are unerring trackers, appearing out of the Spirit World at sunset and harrying the victim until sunrise. As long as the victim keeps fleeing, the hounds will always seem to stay just out of reach, but if stops, or turns to fight or hide they will catch him and attack. The ghostly hounds can only be hit by magical weapons.

The White Stag is a creature of the Spirit World that the gods will release onto the earth to mark the place of a great crime against the gods or nature, or to protect a pristine or holy place. It can only be hit by magical weapons.

4—WAELCYRGIE (Woden's Battle-Maidens)

	Waelcyrgie	Waelcyrrgie Leader	Winged Steed
% In Lair	0%	0%	0%
Dungeon Enc.	Special	Special	Special
Wilderness Enc.	Special	Special	Special
Alignment	Neutral	Neutral	Neutral
Movement	120' (40')	120' (40')	240'(80')
Fly	—	—	480 (160')
Armor Class	10	12	6
Hit Dice	10**	15**	6*
Attacks	1	1	2
Damage	By weapon +2	By weapon +3	1d8/1d8
Save	F14	F14	F6
Morale	+4	+4	+4
Treasure Type	None	None	None
XP	2250	4200	570
Magic Resist	10+	5+	14+

The Waelcyrgie are the messengers of the god Woden (Mercury) who deliver his dooms to mortals and search the battlefields for worthy heroes to be taken to Woden's halls. They are normally invisible and ethereal, traveling the Spirit World and gazing upon the physical. They however can enter the Physical World at will. They always appear as armored women, usually mounted upon winged flying horses, that likewise are ethereal. Treat the ordinary Warlcyrgeries as if they were wearing +2 chain mail and +2 shields, with +2 sword and +2 spear, and a 16 strength (+2 damage). The leaders have +3 mail, +3 shield, +3 sword, +3 spear and an 18 strength (+3 damage). Waelcyrgie can cast any divine magic spell of levels 1-3 that are available to Shaman. Waelcyrgie leaders can cast any divine magic spell of levels 1-5 available to shaman.

CHAPTER FIVE: MONSTERS

1—CHAOS MONKEYS

% In Lair	30%
Dungeon Enc.	Pack 2d6, Lair 5d6
Wilderness Enc.	Crowd 5d6, Lair 5d6
Alignment	Chaotic
Movement	120' (40')
Armor Class	3
Hit Dice	1d4 hit points*
Attacks	1
Damage	1d4
Save	F0
Morale	0
Treasure Type	none
XP	6

These beasts can be summoned from the Abyss by magicians using one of several spells. One such spell, Conjure Monkey Minions, permanently summons the creatures into the world, where they occasionally outlive their summoner and take up a life in the wild, reproducing and spreading their mischief. They appear to be small to medium sized monkeys, but with long, muscular hands and sickly green-glowing eyes. They possess infravision to 90 feet, and are naturally stealthy, imposing a -1 to the surprise rolls of their enemies. If they surprise their enemies, they sneak around to the back of their enemies and strike with a +4 to hit, and if they score a hit they have mounted their victim's back and have wrapped their hands around his throat. The throttling attack scores 1d4 points of damage immediately and the monkey will maintain the hold, scoring 1d4 points per round, until it or the victim is dead. A victim being choked by a Chaos Monkey cannot cast spells, nor can it attack the monkey himself. The only action he can take is to try to break free, by using his round to attempt a saving throw versus paralysis.

If the monkeys do not have surprise, they can attempt to leap behind their target on a proficiency roll of 15+ to make a throttling back-stab. If 6 or more chaos monkeys attack a single non-surprised victim, one is assumed to be behind the victim and can attempt a throttling back-stab. No more than one chaos monkey can have a successful throttling hold on any individual at one time.

2—CHAOS SERPENTS

% In Lair	40%
Dungeon Enc.	Group 1d3, Den 1d6
Wilderness Enc.	Group 1d3, Den 1d6
Alignment	Chaotic
Movement	120' (40')
Armor Class	5
Hit Dice	5*
Attacks	1
Damage	2d6 plus poison
Save	F5
Morale	+1
Treasure Type	P
XP	350

Chaos serpents are breed of snakes, approximately 10 feet long, that have been imbued with evil spirits binding them to do the bidding of the Old Ones. They are more cunning and tactical than ordinary snakes and can work in partnership with the Old Ones or other minions. They have black scales and red, glowing eyes. Their bite is deadly poison, save vs. poison or die in 1d6 rounds.

3—GIANT APE MEN

% In Lair	35%
Dungeon Enc.	Gang 1d8, Lair 1 mob
Wilderness Enc.	Mob (1d4 gangs), Camp (1d6 mobs)
Alignment	Chaotic
Movement	90' (30')
Armor Class	6
Hit Dice	6
Attacks	1
Damage	Sword 1d10+3 or Large Javelin 1d8 (20.40/60)
Save	F6
Morale	+1
Treasure Type	L per mob
XP	320

Of uncertain origin, the giant ape men are intelligent, tool-using servants of Chaos. Each is about 9' tall, wears a scale tunic, shield and helmet and carries either sword or a set of 3 large

javelins. They look just like fully bipedal armored gorillas.

4—LEGION OF THE DAMNED

% In Lair	50%
Dungeon Enc.	Patrol (2d4), Post (1d4 platoons)
Wilderness Enc.	Platoon (1d6 patrols). Camp (2d6 platoons)
Alignment	Chaotic
Movement	90' (30')
Armor Class	6
Hit Dice	3*
Attacks	1
Damage	1d10
Save	F3
Morale	+4
Treasure Type	H
XP	65

These undead creatures, created by a spell of Dengwur's, look like skeletons, wrapped in cloaks, carrying deadly scythes. Like all undead, they are immune to sleep, charm and hold spells. Because of their skeletal forms, they take ½ damage from slashing or piercing weapons. They are more aware than skeletons or zombies and will make plans and cooperate. If not under orders, they prefer to gang up on enemy clerics or other divine spell casters. They can be turned as if they were wights. Because they use heavy 2-handed weapons, they are -1 on their initiative rolls.

5—OLD ONES

	Swordsman	Captain	Champion	Slayer
% In Lair	50%			
Dungeon Enc.	Patrol (1d8)/Outpost (1 Troop)			
Wilderness Enc.	Troop (1d10 patrols)/Garrison (1d8 Troops)			
Alignment	Chaotic	Chaotic	Chaotic	Chaotic
Movement	90'(30')	60'(20')	60'(20')	120'(40')
Armor Class	5 (or 4)	6	7	4
Hit Dice	2	4	8	6**
Attacks	1 (weapon)	1 (weapon)	1 (weapon)	1 (weapon)
Damage	1d6 or by weapon	weapon	weapon	weapon
Save	F2	F4	F8	F6
Morale	0	+1	+2	0
Treasure Type	D (per Troop)			
XP	20	80	600	870

The Old Ones (or Nasenna, as they call themselves), are distant kin to humanity and dwarves who are of human height and build but have gray skin and solid black eyes. The Old Ones have lived under the earth for centuries, and thus have developed infravision to 60'. They have an allergy to iron and suffer an additional point of damage from any attack made by an iron weapon. Therefore, they are typically equipped with advanced bronze breastplates, helmets and greaves, which together are equivalent to chainmail in weight and protection, and they also carry a bronze shield. Their weapons are also of bronze, but made to such a quality as to be the equal of common iron weapons. Most Old Ones soldiers will be armed with a sword, ax or spear and shield, but a quarter or so of them will forgo the shield and use a pole-arm, great ax or other two-handed weapon.

If a patrol has 6 or more members, they will be led by a Captain with 4 HD and better armor (he also has a 20% each of having a magic sword, armor, weapon and potion). Each troop will be led by a champion with 8 HD and better armor (he also has a 40% chance each of having a magic sword, armor, weapons and potion). The troop will also have 1d4 Sorcerer-Apprentices (see below). Each Garrison of 4 troops or less will be ruled by a Sorcerer-Master who will be assisted by a Slayer and 1d6 Sorcerer-Apprentices. If the Garrison has 5 troops or more, it will be ruled by a Sorcerer-Grand Master, who will be assisted by 1d8 apprentices, and 1d6 Slayers.

Old Ones Slayers are magically gifted assassins. They have the ability to Move Silently (12+), Hide in Shadows (14+) and strike a backstab with +4 to hit and triple damage. Once each per day they can cast: silent step, spider climb, invisibility, knock, hold person and skin change. They typically wear leather armor and carry a short sword, dagger and several darts and may cast their spells while wearing leather armor.. They additionally have a 30% chance each of having a magic sword, ring, armor and potion.

6—OLD ONES SORCERER

	Grand Master	Master	Apprentice
% In Lair	50%	50%	50%
Alignment	Chaotic	Chaotic	Chaotic
Movement	120'(40')	120'(40')	120'(40')
Armor Class	0	0	0
Hit Dice	9**	6**	2**
Attacks	1 (weapon) or spell	1 (weapon) or Spell	1 (weapon) or Spell
Damage	1d4 or by weapon	1d4 or by weapon	1d4 or by weapon
Save	M12	M8	M4
Morale	0	0	0
Treasure Type	Special	Special	Special
XP	1900	870	38

The ruling elite of the Old Ones are a caste of Sorcerers and Sorceresses. Much like human arcane magicians, the Old Ones sorcerers do not wear armor, nor carry weapons beyond a simple dagger, dart or staff. While individual NPC sorcerers can be designed with ability scores, tailored items and spell selections, a standard set of each grade of sorcerer is listed below.

Grand Master: a grand master is equal to a 12th level arcane caster, they can cast ritual spells, scribe scrolls, brew potions, research spells, create powerful magic items and constructs. The Old Ones, even though chaotic, do not create the undead.

Level 1: 4 per day: choking grip, magic missile, protection from good, unseen servant, wall of smoke

Level 2: 4 per day: alter self, ESP, hypnotic pattern, invisibility, web

Level 3: 3 per day: command person, dismember, protection from normal missiles, telepathy

Level 4: 3 per day: charm monster, minor globe of invulnerability, polymorph other, wall of fire

Level 5: 3 per day: cloud kill, panic, pass-wall, rock to mud

Level 6: 2 per day: flesh to stone, globe of invulnerability, permanent illusion

Items: a grand master has a 60% chance each of having a potion, scroll, ring, wand/staff, and miscellaneous magic item.

Master: a master is equal to an 8th level arcane caster, they can scribe scrolls, brew potions, and do spell research.

Level 1: 3 per day: choking grip, magic missile, protection from good, wall of smoke

Level 2: 3 per day: alter self, ESP, hypnotic pattern, invisibility

Level 3: 2 per day: command person, dismember, protection from normal missiles

Level 4: 2 per day: polymorph other, wall of fire

Items: a master has a 40% chance each of having a potion, scroll, ring, wand/staff, and miscellaneous magic item.

Apprentice: an apprentice is equal to an 4th level arcane caster,

Level 1: 2 per day: choking grip, magic missile, protection from good, wall of smoke

Level 2: 2 per day: alter self, ESP, hypnotic pattern, invisibility

Items: an apprentice has a 20% chance each of having a potion, scroll, ring, wand/staff, and miscellaneous magic item.

7—ORCS (HIGH ORCS AND ORKIN BANDITS)

	High Orcs	Orkin Bandits
% In Lair	35%	20%
Dungeon Enc.	Gang 2d4, Lair 1 war-band	Gang (2d4)/ Outpost (1 band)
Wilderness Enc.	War-band (2d4 gangs), Fort 1d8 War-bands	Band (1d10 gangs), Camp (2d6 bands)
Alignment	Chaotic	Chaotic
Movement	90' (30')	120'(40')
Armor Class	5	2
Hit Dice	2	1d6 hit points*
Attacks	1	1
Damage	1d6 or weapon	By weapon
Save	F2	F1
Morale	+1	0
Treasure Type	J per warband	H per band
XP	20	6

High Orcs, also sometimes known as **Half-Orcs**, are a race created by the mixture of standard orcs and the degenerate cavemen in service to the Old Ones. They are straight-backed with well proportioned limbs and clear speech like humans, but red-eyed, snouted, and rough-skinned like orcs. High Orcs have infravision to 60', but suffer -1 to hit under daylight or a light spell. They get a +4 saving throw against poison that is swallowed or against the effects of poisoned food. Notoriously hardy, they require only 4 hours of sleep per night. They are almost always equipped as heavy infantry in either chain mail and shield, carrying swords, axes or spears, or in banded armor carrying two-handed weapons.

Each gang will be led by an Orkin Thug of level 3. Each war-band will be led by a level 6 Orkin Thug with a bodyguard of 6 level 3 Orkin Thugs, and assisted by a level 4 Orkin Hexmaster. Each Fort will be ruled by a 9th level Orkin Thug with a level 6 Hexmaster assistant (75%), or by a 9th level Orkin Hexmaster with a 7th level Thug assistant (25%).

Orkin bandits are noted rustlers and plunders coming from communities on the frontier of mixed orcish and Neanderthal ancestry. They look nearly human, but have weak infravision (30'), inflict a -1 to surprise rolls of their enemies, and can strike a surprise ambush attack (+4 to hit, double damage). They gain a +4 save against swallowed poison or bad food. Most will be wearing leather armor, and carrying a short sword, hand axe, spear or mace and a dagger. About ¼ of the total will have a shortbow or crossbow as well. Each gang will be led by a 3rd level bandit. Each Band will be led by a 6th level bandit, and each Camp will be led by a 9th level bandit.

8—TUNNEL CRAWLERS

% In Lair	40%
Dungeon Enc.	Gang 1d8, Lair 1 mob
Wilderness Enc.	Mob (1d4 gangs), Den (1d6 mobs)
Alignment	Chaotic
Movement	60' (20')
Armor Class	3
Hit Dice	3
Attacks	2
Damage	1d8
Save	F3
Morale	0
Treasure Type	E per mob
XP	50

Hideous abominations, bred from men or Neanderthals for service to the Old Ones. Their back legs are fused together and they crawl and drag themselves through tunnels and caves. Their hands have become powerful digging claws that strike as if they were swords and which dig tunnels as if they were picks or shovels. These creatures will never willingly look upon the sun and they hate and destroy all the humans they see.

9—TUNNEL MIDGETS

% In Lair	40%
Dungeon Enc.	Gang 2d6, Lair 1 mob
Wilderness Enc.	Mob (2d6 gangs), Den (1d6 mobs)
Alignment	Chaotic
Movement	90' (30')
Armor Class	2
Hit Dice	1d6 Hit points
Attacks	2
Damage	1d4 or weapon
Save	D1
Morale	-1
Treasure Type	E per mob
XP	5

Tunnel Midgets are degenerate cousins to the dwarves. They swore allegiance to Chaos and

were enslaved and degraded by the Old Ones millenia ago. Tunnel midgets have exceptional infravision, seeing up to 90' while below ground. They will never come to the surface during daylight, suffering -2 to hit, saves and morale under actual sunlight.

Incredibly stealthy and observant, the tunnel midgets gain +1 on surprise rolls, and inflict a -1 on enemy surprise rolls while underground. They wear a collection of hides and scraps of leather and metal for armor, acting equal to leather armor. Tunnel midgets typically are armed with a pair of bronze knives and attack twice per round. They will almost always set mechanical traps to wound or split up their enemies, and then attack from Ambush (gaining +4 to hit and double damage on a surprise attack).

Since they have been dominated by the Old Ones for so long, they have a natural deference to them, and their morale increases to +1 when an Old One leads them. Also, they are particularly susceptible to Old Ones' magic, suffering a -4 to any save against the Old Ones. Tunnel Midgets are completely treacherous, vile and even cannibalistic, enjoying the flesh of dwarves most of all.